SEGA

GENESIS™

INSTRUCTION MANUAL

DESERT DEMOLITION

Starring Road Runner and Wile E. Coyote

LOONEY TUNES

KIDS TO ADULTS

K-A

EmuMovies

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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STARTING UP

1. Set up your Genesis System, following the instructions in the Genesis manual. Plug a Sega controller into Control Port 1.
2. Make sure the power switch is turned OFF.
3. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power switch ON. The SEGA screen will appear. In a few moments, the game will begin.

   Important: Always turn the power switch OFF before inserting or removing the game cartridge.

WATCHING THE GAME DEMOS

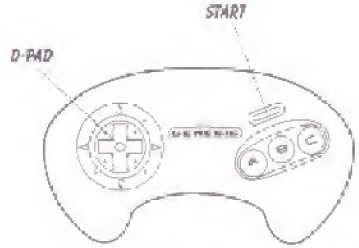
The game demos show some secret tricks you can use while playing the game. There are seven game demos in all. To watch them, wait at the Title screen until they begin.

The Title screen appears between demos. You can also press any button on your controller during a demo to stop it and return to the Title screen.

CHOOSING YOUR CHARACTER

The first thing to do is choose your game character.

1. Press the **D-Pad** to the RIGHT for Road Runner. He zips through the zones, trying to stay one jump ahead of the hungry Wile E.Coyote.
2. Press the **D-Pad** to the LEFT for Wile E. He has a special set of Acme gadgets to help him catch that speeding bird. Watch out! He could get creamed by his own contraptions!
3. Press the **Start** button to begin the game.
4. To set your game options before you play, press the **D-Pad** DOWN to highlight the word OPTIONS, and then press the **Start** button.



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SETTING OPTIONS

Use the Options screen to set up your game before you play.

- With the **D-Pad**, move your character in front of each switch.
- Press the **D-Pad** DOWN to change the setting.
- Press the **Start** button to begin.

MUSIC & SOUNDS

Turn the game music or sound effects ON or OFF.

DIFFICULTY

Play an EASY (beginner), NORMAL or HARD game. As the Difficulty level gets harder, your character starts with fewer Lives, has less time to complete each level, and takes damage more quickly.

CONTROLS

Change the button controls. The normal settings are:

Button A .... Action
Button B ..... Run/Turbo
Button C .... Jump

EXIT

Start the game.

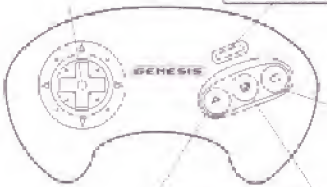
PLAY CONTROLS

D-PAD

- Walk RIGHT/LEFT.
- Press UP to look up.
- Press DOWN to activate a switch or barrel.
- Road Runner — press DOWN to eat bird seed.
- Wile E. — press UP/DOWN to climb; DOWN to crouch; DOWN + LEFT/RIGHT to crawl; RIGHT/LEFT to balance on tightropes.

START

- Speed through text screens.
- Pause/resume play.



BUTTON C

- Jump.

BUTTON B

- Road Runner — Turbo speed burst, if you have a Turbo Boost power-up.
- Wile E. — Run. Double press for Turbo speed burst, if you have a Turbo Boost power-up.

BUTTON A

- Road Runner — "Beep! Beep!" to scare Wile E. from behind.
- Wile E. — Lunge or pounce on Road Runner.

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ROAD RUNNER

Devil-may-care Road Runner has the fastest feet in the west! He speeds from sand dune to rock to rooftop with a rowdy "Beep! Beep!" — keeping one blink ahead of that desert "bird-ivore", Wile E. Coyote.

Road Runner is tearing up the tracks on a stamp-collecting spree. The only thing he brakes for are piles of delicious bird seed. And the only thing that can stop him is that sly Wile E., cleverly hiding in Acme Boxes. But Road Runner has a few tricks of his own . . .

Collect Stamps to get to the Bonus Rounds.

Collect Road Runners for extra Lives.

Collect Turbo Boosts for speed.

Collect Clocks for more time.

Peck Bird Seed to restore health.

Avoid Acme Boxes and Wile E.!

ROAD RUNNER'S SPECIAL MOVES

Stand near piles of Bird Seed and press the **D-Pad** DOWN. Road Runner's health improves in a flash.

Collect a Turbo Boost, then press **Button B** for a burst of speed!

Run over a Speed Wheel for another short burst of Road Runner Rapid Transit!

Bounce on Trampolines for a sky-high boost!

Jump into Cannons and Catapults for a high-flying fling!

Make Wile E. drop his Stamps. Lure him into bashing into a wall, or get behind him and "Beep! Beep!" (press **Button A**) to scare him. These moves take some talent.

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Wile E. Coyote

That crafty Wile E. is just drooling for a Road Runner snack. He's sure he'll catch the speedy bird with one of his souped-up Acme gadgets.

The chase is on! Wile E. can follow the Arrow signposts to find the elusive Road Runner. If he can catch him, he'll be rewarded with an explosion of bonus Acme Stamps!

Collect Stamps to get to the Bonus Rounds.

Collect Wile E. for extra Lives.

Collect Turbo Boosts for speed.

Collect Clocks for more time.

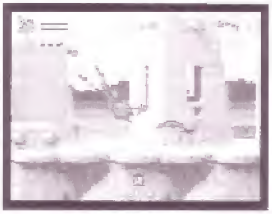
Eat jars of Vitamin Pills to restore health.

Jump inside Acme Boxes to spring one of their contraptions!

Catch Road Runner!

COYOTE'S SPECIAL MOVES

Collect a Turbo Boost, then press **Button B** twice — once to run and again for a burst of speed!



When you're near Road Runner, press **Button A** for a diving grab!

Bounce on Trampolines for a sky-high boost!

Jump into Cannons and Catapults for a high-flying fling!

Jump on ropes, then press the **D-Pad UP** to climb. Watch out for that burning fuse. . . or it's Wile E. Bar B Q!

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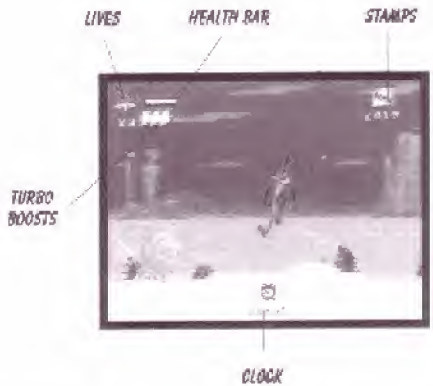
SCREEN INDICATORS



Be sure to watch the indicators on screen. They tell you how you're doing. Watching them can help you win!

LIVES

This is the number of chances you have to win the game. You lose a Life when your Health Bar runs out. If you lose all your Lives, "Adios, amigo!" Get extra Lives by collecting Road Runner or Wile E. power-ups.

TURBO BOOSTS

Collect these, then press **Button B** (once as Road Runner or twice as Wile E.) for a burst of Turbo speed. Each Turbo Boost is good for one speed burst.

HEALTH BAR

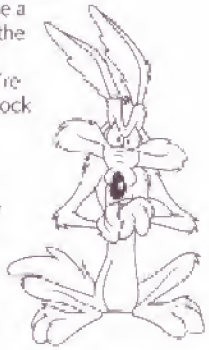
The red line shows how much more damage you can take before you lose a Life. If the line is getting short, find a health power-up fast. As Road Runner, peck a pile of Bird Seed. As Wile E., collect a jar of Vitamin Pills. You will get some or all of your health back.

STAMPS

This shows the number of Stamps you've collected. If you collect 125 Stamps (or more) during the level, you will be whisked off to the Bonus Round when you finish the second act.

CLOCK

You've only got a short time to finish each level. Check the Clock to see how many seconds you have left. If the Clock runs down to zero, you'll lose a Life, and you'll have to start the level over. (Of course, if you have no more Lives left, you're outta there!) Collect more Clock power-ups for extra time.



NOTE: The Difficulty level you're playing at affects your Lives, Health and Clock. As the Difficulty level gets harder, your character starts with fewer Lives, has less time to complete each level, and takes damage more quickly. You can change the Difficulty level on the Options screen.

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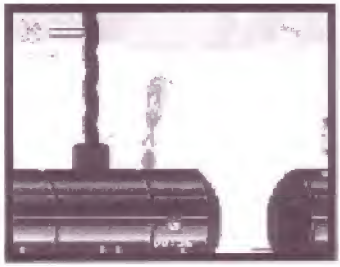
DESERT LEVELS

RED ROCK RENDEZVOUS

Kick off the chase with a hot pursuit into the sandstone. Prickly cactus are best avoided. As Wile E., watch out for "rope burns."

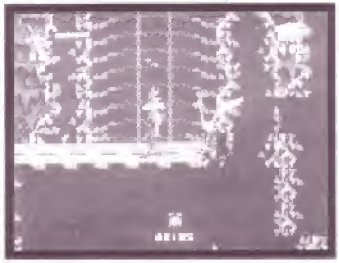
BUTTES AND LADDERS

It's an up and down climb through a peaceful village. Road Runner finds a surprise in one of the rooms. Wile E. balances on a tightrope (press the **D-Pad** RIGHT/LEFT). Be ready for bombs that can singe both fur and tail feathers!



CHOO CHOO TERRAIN

Ride the rails, jumping between freight cars, tankers and flatcars. Try not to get sidetracked on this tricky "friight" train!



KARL'S BAD CAVERNS

In the mine, Wile E. chisels his way to the elusive bird with Acme jack-hammers. Ride the mine cars and elevators to find your way through the maze. Look out for rolling barrels of dynamite!

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GRANITE GULCH

It's night patrol in the desert. Take a step in the wrong direction, and you're in for an eyeball-popping crash in the chasm!

ACME FACTORY

There's no time to catch your breath in this final duel on the Acme loading docks! Beware of forklifts bearing bombs. Whoever wins the showdown gets a great reward! "That's all, folks!"

BONUS ROUNDS

Each Desert Level has two acts. If you collect 125 Stamps (or more) during both acts combined, you'll get to play a Bonus Round.

Each Bonus Round is different. Use the tricks you learned in the Desert Level to keep going and collect loads of Turbo Boosts, Lives, Clocks and other power-ups.

Don't forget: the Bonus Rounds are timed, too.

STAMP-COLLECTING HINTS

★ Use Trampolines, Cannons and Catapults to reach Stamps way up high.

★ As Road Runner, get extra Stamps from Wile E.:
– Try using your "Beep! Beep!" (**Button A**) to scare Wile E. from behind and make him drop his Stamps.
– Run over Wile E. with a Turbo Burst. When he flings his stamps in the air, grab 'em.
– Let Wile E. get close, then jump! Sometimes he'll bash into an obstacle in an explosion of Stamps!

★ As Coyote, catch Road Runner to make him drop a flurry of Stamps. Then quickly gather 'em up.

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CREDITS

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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